VRIL

The small humanoid creature before you is reminiscent of a goblin, though its limbs stretch well beyond a goblin's proportions, and it boasts a robust physique that indicates it as no stranger to tests of strength. Its skin is a deep purple, lined with black stripes. Its face is almost bat-like with a wide maw filled with sharp, tightly packed teeth. The creature's massive ears ever so slightly twitch and shutter, as though it is listening to myriad sounds imperceptible to most.

BORN TO DIE. Vril are the result of intergenerational experimentation on goblins conducted by insidious Drow Elf wizards. The idea was to raise up a species of goblin that could act as a powerful caste of minions for their schemes, with the

intent of using them as loyal shock troops and guards for areas outside the city. While the brutal training and rigorous experimentation certainly managed to yield results, the vril would quickly prove to be much more independent than the wizards could imagine.

ROGUE SPECIES. Some Vril still work at the behest of their creators, due in part to the fact that they were genetically modified with magic making them vulnerable to poison, a tool which their creators have access to in abundance. Despite this setback, the majority of Vril have since escaped the purpose originally intended for their species and have found themselves decidedly acclimated to life in The Underdark. Using their extremely sharp sense of hearing to navigate the cavernous geography of The Underdark, and their powerful shrieks as a method of communication over vast distances, few vril can control wide areas of territory with relative ease.

THOUGHTFUL COMBATANTS. Unlike standard goblins, Vril approach most problems with an inquisitive mind, and a level of situational awareness that even Hobgoblins can't help but admire. They will always try to observe an opponent and attempt to glean what kind of weaponry they are using before engaging with an enemy. This helps ensure that they can make proper use of their skinshift ability in order to shrug off strikes that would otherwise see them dead. They are fond of ambush tactics as well, making use of their powerful shrieks before jumping into battle with vicious intent. How the Vril fit in with the other goblinoid races still has yet to be seen, though some scholars believe they may possess the strength of both body and mind to challenge the Hobgoblins for dominance, and if they should manage to find common ground and cooperation, the enemies of goblinkind are bound to wind up in deep trouble.

BLOODSWORN. Some vril have taken to dabbling in magic of their own, using it to rid themselves of the vulnerabilities thrust upon them by their creators. It is unclear precisely where the first bloodsworm came from, but many scholars believe these special members of vril society have entered into a collective pact with a more powerful entity. It is possible that this entity is Maglubiyet himself, the god of all goblins, and that this pact serves as not just a boon to the vril, but also as a formal vow of fealty to the god of goblinoids. Yet it is also possible that they have fond communion with some other entity, currently unknown to the wider world, and that they now serve a much darker purpose on behalf of something supremely sinister.

Vril

Small Humanoid (Goblinoid), Typically Neutral Evil

AC 14 (hide armor) **Initiative** +2 (12)
Hit Points 16 (3d6 + 6)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	**DEX** 15	+2	+2	**CON** 14	+2	+4
INT 14	+2	+4	**WIS** 10	+0	+0	**CHA** 6	-2	-2

Skills Perception +2, Stealth +4
Vulnerabilities Poison
Damage Resistances Thunder
Condition Immunities Deaf
Senses blindsight 15 ft., darkvision 120 ft., passive Perception 12
Languages Elvish, Goblin, Undercommon
Challenge 3 (XP 200; PB +2)

Traits

Echolocation. The vril has advantage on Wisdom (Perception) checks that rely on hearing. If it can't hear it loses its blindsight.

Sunlight Sensitivity. While in sunlight, the vril has disadvantage on attack rolls if the target is beyond their blindsight, as well as on Wisdom (Perception) checks that rely on sight.

Actions

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage or 7 (1d10 + 2) piercing damage if used two-handed.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shriek (Recharge 5-6). The vril emits a horribly shriek in either a 15 foot radius centred on itself, or in a 30 foot cone. Any non-vril creature in the area who can hear takes 9 (2d8) points of thunder damage, or half as much on a successful DC 13 Constitution Saving Throw. A creature that fails their save is deafened for 1 minute. A creature that fails their save by 5 or more is stunned until the start of the vril's next turn.

Bonus Actions

Skinshift (1/Day). The vril alters the consistency of its skin, granting it resistance to bludgeoning, piercing, or slashing damage. This effect lasts until the vril takes a long rest.

Vril Leader

Small Humanoid (Goblinoid), Typically Neutral Evil

AC 16 (breastplate) **Initiative** +5 (15)
Hit Points 91 (14d6 + 42)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	**DEX** 15	+2	+2	**CON** 16	+3	+6
INT 17	+3	+6	**WIS** 14	+2	+5	**CHA** 14	+2	+5

Skills Perception +5, Stealth +5
Vulnerabilities Poison
Damage Resistances Thunder
Condition Immunities Deaf
Senses blindsight 15 ft., darkvision 120 ft., passive Perception 15
Languages Elvish, Goblin, Undercommon
Challenge 5 (XP 1,800; PB +3)

Traits

Echolocation. The vril has advantage on Wisdom (Perception) checks that rely on hearing. If it can't hear it loses its blindsight.

Sunlight Sensitivity. While in sunlight, the vril has disadvantage on attack rolls if the target is beyond their blindsight, as well as on Wisdom (Perception) checks that rely on sight.

Ambush Expert. When the vril leader or any nonhostile creatures within 60 feet of it make a damage roll against a surprised creature, they add 2d6 damage of the same type dealt by their attack to the target.

Tactician. The vril leader adds its proficiency bonus to initiative rolls made by any nonhostile creatures within 60 feet, including itself.

Actions

Multiattack. The vril leader makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage or 8 (1d10 + 3) piercing damage if used two-handed.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shriek (Recharge 5-6). The vril emits a horribly shriek in either a 30 foot radius centred on itself, or in a 60 foot cone. Any non-vril creature in the area who can hear takes 18 (4d8) points of thunder damage, or half as much on a successful DC 15 Constitution Saving Throw.

A creature that fails their save is deafened for 1 minute. A creature that fails their save by 5 or more is stunned until the start of the vril's next turn.

Warrior's Insight (Recharge 5-6). The vril leader takes stock of its current situation and formulates a plan of action before bellowing commands to its allies. For the next minute, whenever a nonhostile creature within 60 feet of the vril leader makes an attack roll, saving throw, or skill check, as long as it is following the commands of the vril leader, the creature adds 1d6 to its roll provided it can hear and understand the vril leader. A creature can only benefit from one leadership die at a time. The effect ends if the vril leader is incapacitated.

Bonus Actions

Skinshift (3/Day). The vril alters the consistency of its skin, granting it resistance to bludgeoning, piercing, or slashing damage. This effect lasts until the vril uses skinshift again or takes a long rest.

Vril Bloodsworn

Small Humanoid (Goblinoid), Typically Neutral Evil

AC 16 (breastplate) **Initiative** +2 (12)
Hit Points 16 (3d6 + 6)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 15	+2	+2	**DEX** 14	+2	+2	**CON** 16	+3	+3
INT 16	+3	+6	**WIS** 16	+3	+6	**CHA** 18	+4	+7

Skills Arcana +6, Perception +6, Religion +6, Stealth +5
Damage Resistances Thunder
Condition Immunities Deaf
Senses blindsight 15 ft., darkvision 120 ft., passive Perception 16
Languages Deep Speech, Elvish, Goblin, Undercommon
Challenge 5 (XP 1,800; PB +3)

Traits

Echolocation. The vril has advantage on Wisdom (Perception) checks that rely on hearing. If it can't hear it loses its blindsight.

Sunlight Sensitivity. While in sunlight, the vril has disadvantage on attack rolls if the target is beyond their blindsight, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The vril leader makes two melee attacks. Alternatively, it can make two ranged attacks with its blood lance.

Blood Lance. *Ranged Magic Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 9 (1d10 + 4) Force damage, or 9 (1d10 + 4) Necrotic damage and the vril bloodsworn gains temporary hit points equal to half the necrotic damage dealt.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) Bludgeoning damage or 6 (1d8 + 3) Bludgeoning damage if used two-handed. The target must succeed on a DC 15 Dexterity Saving Throw or be knocked prone.

Shriek (Recharge 5-6). The vril emits a horribly shriek in either a 30 foot radius centred on itself, or in a 60 foot cone. Any non-vril creature in the area who can hear takes 18 (4d8) points of thunder damage, or half as much on a successful DC 15 Constitution Saving Throw. A creature that fails their save is deafened for 1 minute. A creature that fails their save by 5 or more is stunned until the start of the vril's next turn.

Resounding Thunder (1/Day). The vril calls forth a deafening blast of sound in a 20-foot-radius sphere, emanating from a point of its choosing within 120 feet. Each creature in the area takes 21 (6d6) Thunder damage, or half as much on a DC 15 Constitution Saving Throw. A creature who fails their save is also deafened for 1 hour. Creatures who fail their save by 5 or more are also knocked prone.

Bonus Actions

Skinshift (3/Day). The vril alters the consistency of its skin, granting it resistance to any type of damage other than psychic. This effect lasts until the vril uses skinshift again or takes a long rest.

Death Mark (3/Day). The vril uses its concentration to place a curse on a creature it can see within 90 feet, marking it for death in the name of its master. For the next hour, or until the vril's concentration is broken, the cursed creature takes an additional 1d4 Necrotic damage every time it takes damage. If the target dies while being targeted by this curse, their soul is taken to the domain of the vril's master and they can't be brought back to life by any means short of a *Wish* spell until their soul is no longer held captive.

VRIL AS CHARACTERS

Vril are a race of goblins that were originally raised by a group of Drow sorcerers determined to "improve" upon the goblin species. The results were a breed of goblinoid creatures that lost some of the nimble speed, but gained a slew of new abilities and a hearty disposition.

While still relatively small, vril tend to be slightly taller than typical goblins and are built with a sturdy frame. Their arms are long, reaching past the ankle, and end in clawed hands. Most Vril have skin that ranges from violet hues to deep purples, often adorned in black stripes and other natural markings.

VRIL TRAITS

Creature Type: Humanoid (Goblinoid)
Size: Small: (3-4 feet tall)
Speed: 30 feet

As a Vril, you have these special traits.

Ability Score Increase. Your Constitution score increases by two, and either your Strength or Dexterity score increases by 1.

Language. You can speak read and write common, elvish, goblin, and undercommon

Blindsight. You have blindsight with a range of 15 feet.

Darkvision. You have Darkvision with a range of 120 feet.

Climber. You have a climb speed equal to your move speed.

Toxin Prone. You have vulnerability to poison damage.

Sound Processing. You have resistance to thunder damage and can not be deafened.

Keen Hearing. You have advantage on Perception checks that rely on hearing.

Shriek. When you take the Attack action on your turn, you can replace one of your attacks with an ear splitting shriek that emanates from you in either a 15 foot radius centred on you, or a 30 foot cone. Each non-vril creature in that area must make a Constitution Saving Throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d8 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and is not deafened. This damage increases by 1d8 when you reach character levels 5 (2d8), 11 (3d8), and 17 (4d8).

You can use your shriek a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Skinshift. As a bonus action, you can alter the consistency of your skin, giving you resistance to bludgeoning, piercing, or slashing damage until you use this ability again or finish a Long Rest. When you reach level 5 you may choose to gain resistance to fire, lightning, acid, or cold damage. When you reach level 11 you may choose to gain resistance to necrotic, or radiant damage. When you reach level 17 you may choose to gain resistance to any damage type other than psychic.

You can use skinshift a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.